

Ch 3: Task Abstraction

Paper: Design Study Methodology

Tamara Munzner

Department of Computer Science
University of British Columbia

CPSC 547, Information Visualization
Day 4: 22 September 2015

<http://www.cs.ubc.ca/~tmm/courses/547-15>

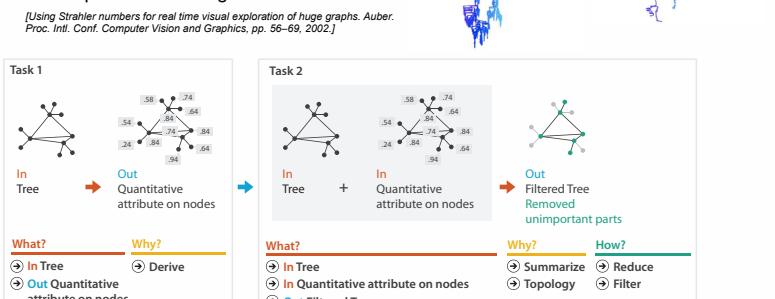
Derive

- don't just draw what you're given!
 - decide what the right thing to show is
 - create it with a series of transformations from the original dataset
 - draw that
- one of the four major strategies for handling complexity



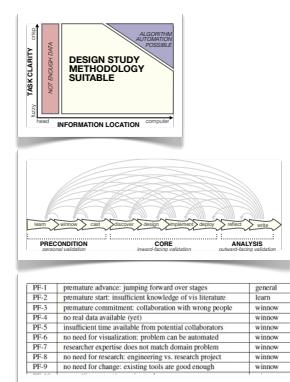
Analysis example: Derive one attribute

- Strahler number
 - centrality metric for trees/networks
 - derived quantitative attribute
 - draw top 5K of 500K for good skeleton



Methodology for Problem-Driven Work

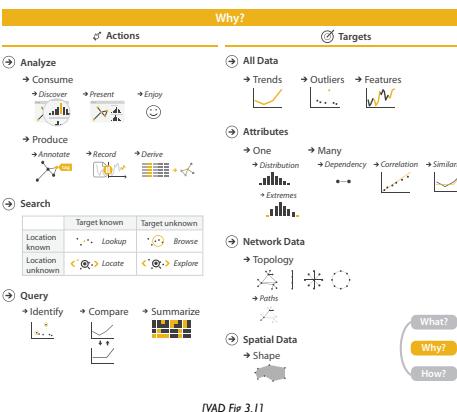
- definitions
- 9-stage framework
- 32 pitfalls and how to avoid them



News

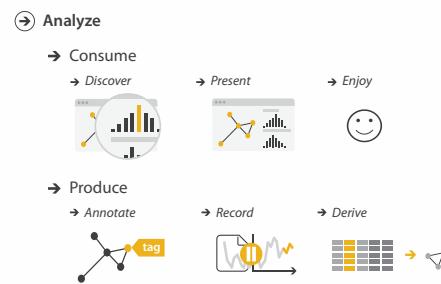
- headcount update: 29 registered; 24 Q2, 22 Q3
 - signup sheet: anyone here for the first time?
- marks for day 2 and day 3 questions/comments sent out by email
 - see me after class if you didn't get them
 - order of marks matches order of questions in email
 - Q2: avg 83.9, min 26, max 98
 - Q3: avg 84.3, min 22, max 98
 - if you spot typo in book, let me know if it's not already in errata list
 - <http://www.cs.ubc.ca/~tmm/vadbook/errata.html>
 - but don't count it as a question
 - not useful to tell me about typos in published papers
 - three questions total required
 - not three questions per reading (6 total)! not just one!

VAD Ch 3: Task Abstraction

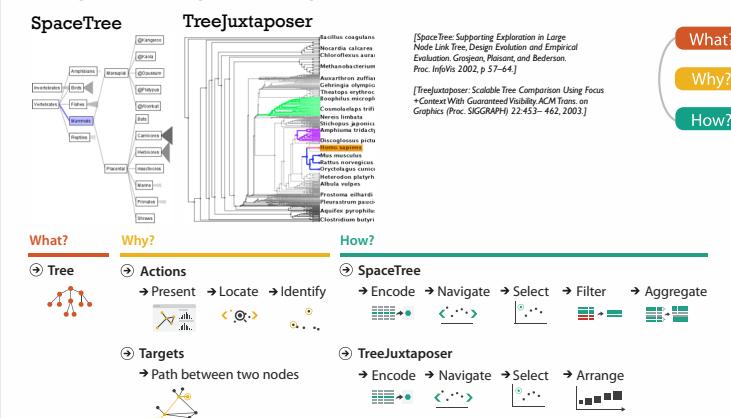


High-level actions: Analyze

- consume
 - discover vs present
 - classic split
 - aka explore vs explain
- enjoy
 - newcomer
 - aka casual, social

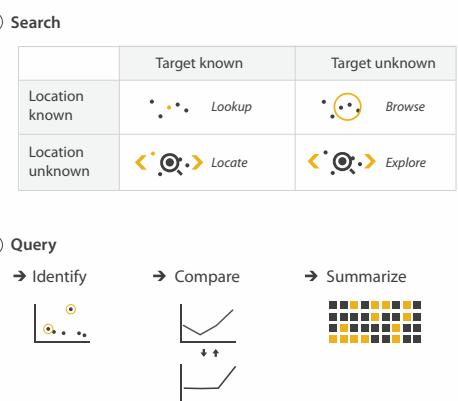


Analysis example: Compare idioms

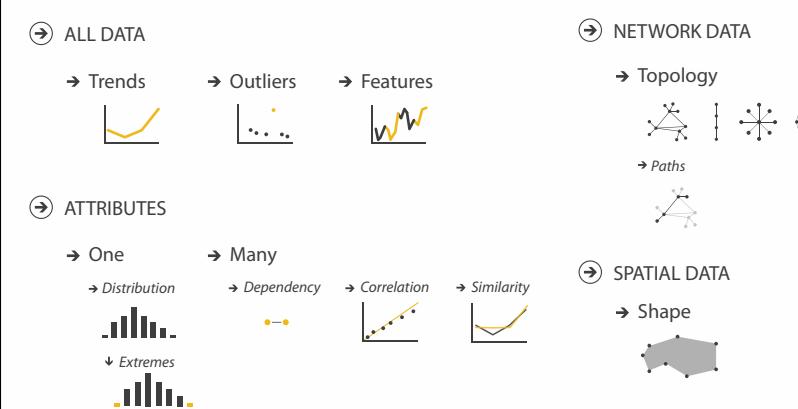


Actions: Mid-level search, low-level query

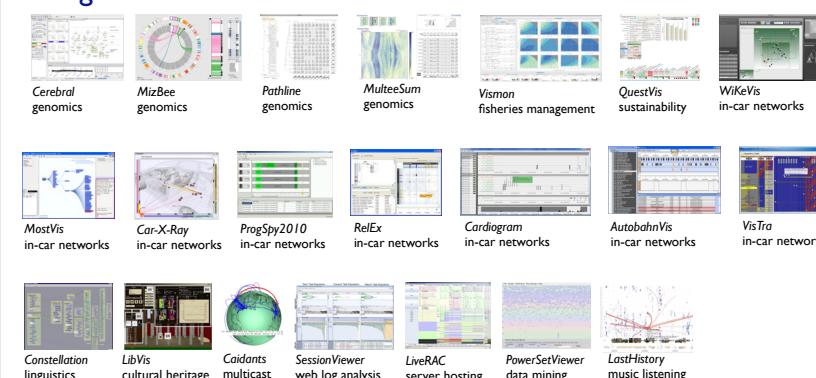
- what does user know?
 - target, location
- how much of the data matters?
 - one, some, all



Why: Targets

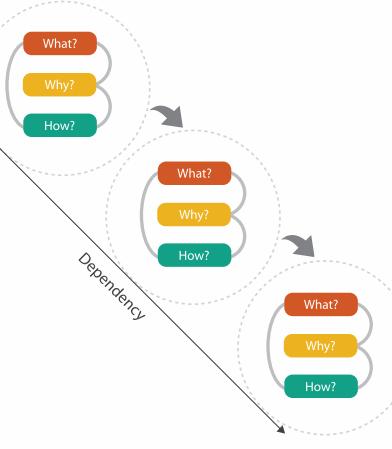


Design Studies: Lessons learned after 21 of them



Chained sequences

- output of one is input to next
 - express dependencies
 - separate means from ends



Design Study Methodology

Reflections from the Trenches and from the Stacks

joint work with:
Michael Sedlmair, Miriah Meyer
<http://www.cs.ubc.ca/labs/imager/tr/2012/dsm/>

Design Study Methodology: Reflections from the Trenches and from the Stacks.
Sedlmair, Meyer, Munzner. IEEE Trans. Visualization and Computer Graphics 18(12):2431-2440, 2012 (Proc. InfoVis 2012).

Design studies: problem-driven vis research

- a specific **real-world** problem
 - real users and real data,
 - collaboration is (often) fundamental
- **design** a visualization system
 - implications: requirements, multiple ideas
- **validate** the design
 - at appropriate levels
- **reflect** about lessons learned
 - transferable research: improve design guidelines for vis in general
 - confirm, refine, reject, propose

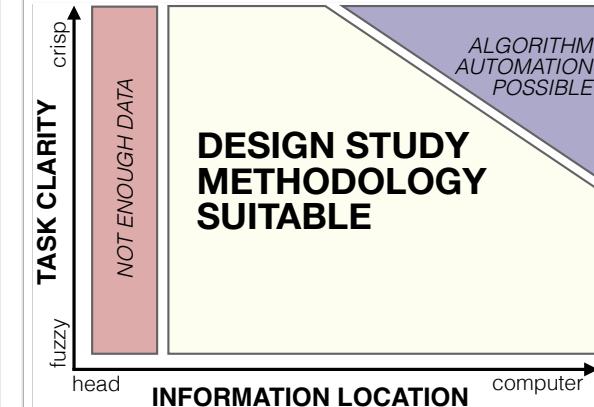
14

Methodology



15

When To Do Design Studies



16

